

# ALEXIS HECFEUILLE

Full stack developer

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## EDUCATION

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### University of Lille

*Master of Science in Computer Science*  
Magna cum laude

Sep 2019 – Sep 2021

Lille, France

### University of Lille

*Bachelor of Science in Computer Science*  
Cum laude

Sep 2016 – Jun 2019

Lille, France

## SKILLS

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**Languages:** HTML, CSS, JS, PHP, SQL, GraphQL, C#, Java

**Developer Tools:** VS Code, Eclipse, Git

**Technologies/Frameworks:** React, Next.js, Node.js, MySQL, Unity

## EXPERIENCE

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### Hologame

*Lead Developer*

Sep 2018 – Oct 2021

Tourcoing, France

Co-founded hologame while studying computer science at the University of Lille, hologame designs and sells a turnkey free-roam virtual reality arena concept to location-based-entertainment.

- Built the free-roam multiplayer VR shooter for standalone VR headsets using Unity / C#
  - \* Optimized to run smoothly with up to 8 players and 40+ NPCs simultaneously
  - \* Playable on a physical area of 300+ m<sup>2</sup> and a virtual area of 1+ km<sup>2</sup>
- Developed the authentication web application for end users with React and CodeIgniter (PHP)
- Conceived the management application in .NET/C# used by our customers to launch and monitor the game sessions
  - \* Allows end-user authentication on tablets without operator intervention, reducing game preparation time
  - \* Reduces logistical burden by automating player-headset association and tracking the setup state of each player
- Created an internal web application to analyze business and operational data with Next.js and MySQL
- Implemented a REST API in PHP to enable communication between elements of the solution
- Met with entertainment entrepreneurs to give technical demonstrations of the solution in order to sell it

## LANGUAGES

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**French:** native

**English:** fluent

**Spanish:** notions